ART OF FIGHTING ANTHOLOGY™

TEEN
T
CONTENT RATED BY ESRB

SNK®
PLAYMORE
www.snkplaymoreusa.com

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation 2 system.
  Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

ART OF FIGHTING ANTHOLOGY™

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GREETINGS!

Here's one big thumpin' o' thanks for your purchase of ART OF FIGHTING ANTHOLOGY. On the enclosed disc you will find three games: ART OF FIGHTING – ART OF FIGHTING 2 – ART OF FIGHTING 3; The Path of the Warrior
Be sure to read through this instruction manual before beginning to play the game so you can truly savor the proper way to play the games herein.

BEFORE BEGINNING GAME PLAY

*Note that all screen shots shown herein were created during product development and some may vary slightly from the final product.
*This title is designed for use with the separately sold PlayStation 2 Memory Card (8MB). Do not turn off the PlayStation 2 console or insert/remove the memory card while saving data.

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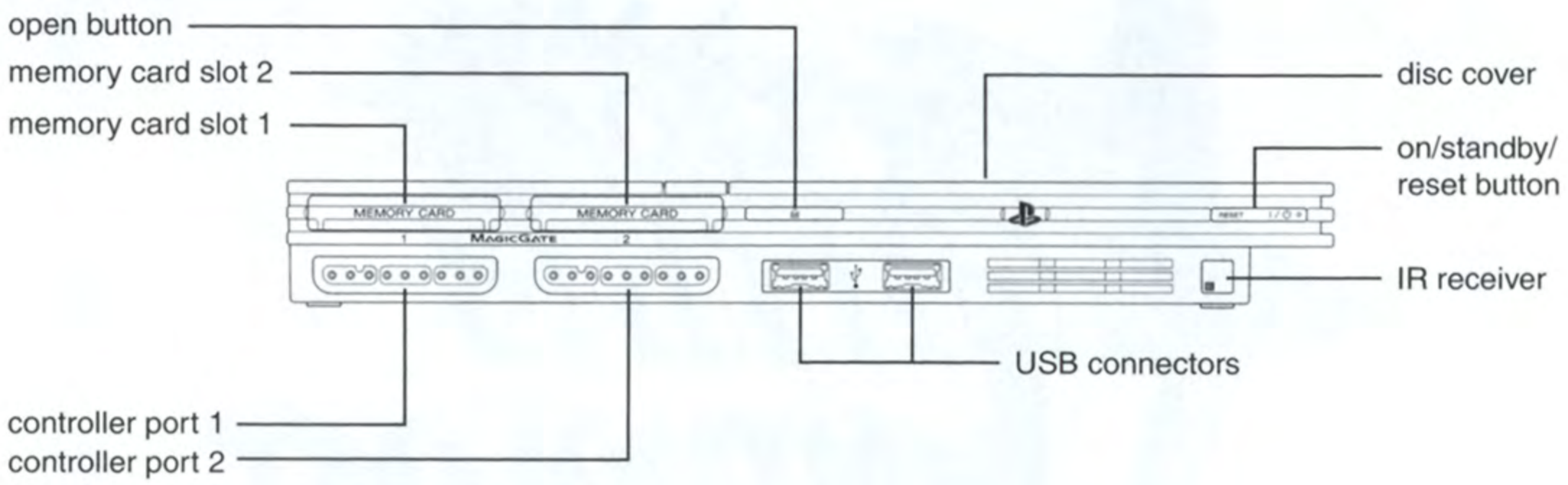
GETTING STARTED*



Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the ART OF FIGHTING ANTHOLOGY disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

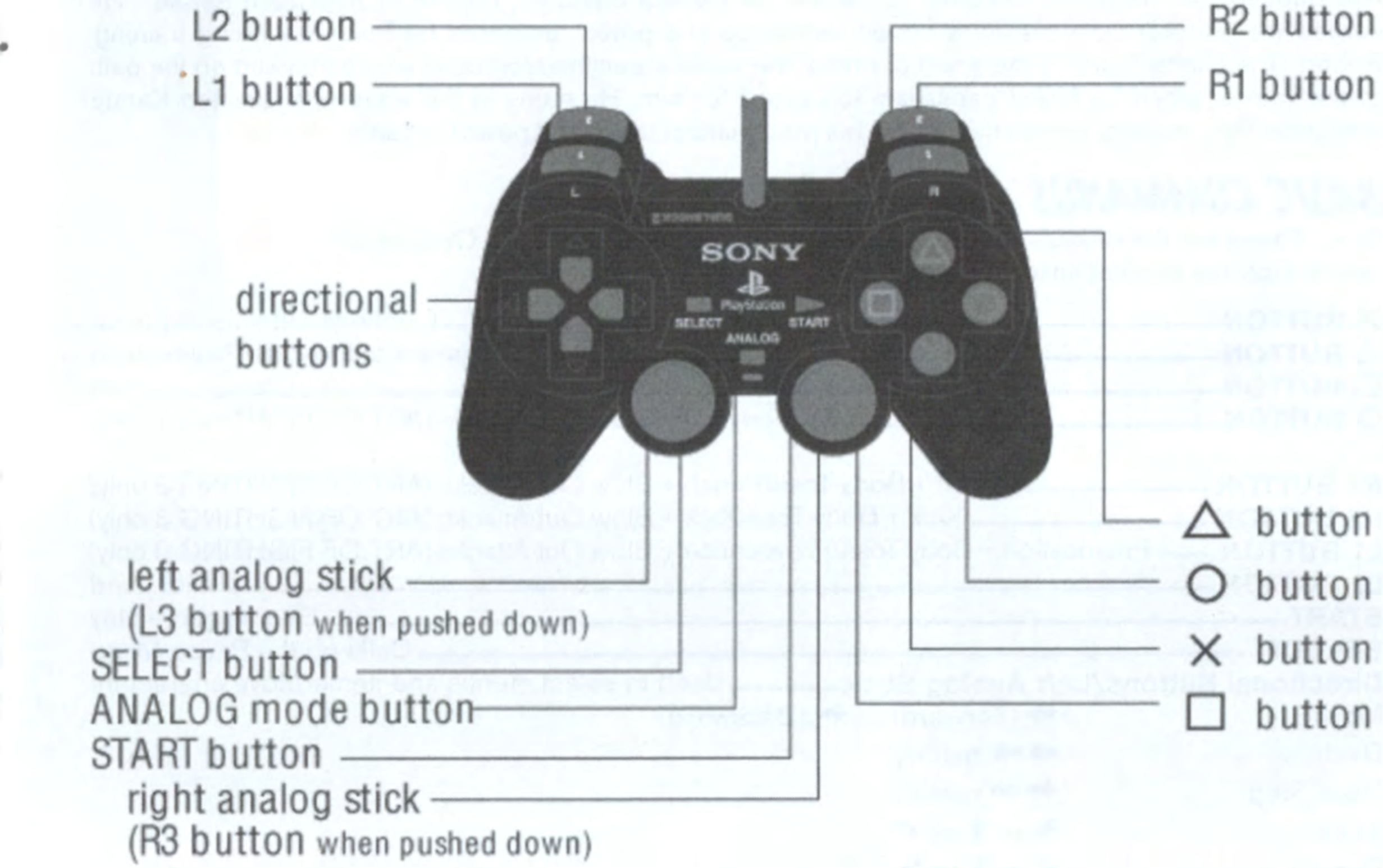
*Insert a PlayStation 2 Memory Card (8MB) into the MEMORY CARD SLOT 1 or MEMORY CARD SLOT 2 before turning the PlayStation 2 console on.

*If there are memory cards in both the MEMORY CARD SLOT 1 and MEMORY CARD SLOT 2 with saved game data for this game, data will automatically be loaded from the card in MEMORY CARD SLOT 1.

*It is necessary to have 55KB or more of available memory on the PlayStation 2 Memory Card when saving game data.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



PLEASE NOTE

Some commands are described using the A, B, C, and D Buttons since these are the original arcade versions. Using the default settings, here's how the buttons relate to the PlayStation® 2 controller.

A = ×
B = □
C = ○
D = △

WHAT IS THE ART OF FIGHTING SERIES...?

ART OF FIGHTING debuted in 1992 with innovative features like story-driven single-player battles, the Rage Gauge, which spawned new fighting strategies, the first to use Super Special Attacks, and realistic effects like characters' faces swelling with every blow. This title was followed by the releases of ART OF FIGHTING 2 in 1994 and ART OF FIGHTING 3 in 1996, and the series remains a cult favorite to this day.

"The Invincible Dragon" and "The Mighty Tiger"

The ART OF FIGHTING series is centered on two lifelong friendly rivals; Ryo Sakazaki and Robert Garcia. Ryo dubbed the "Invincible Dragon," is the son of Takuma Sakazaki, creator of Kyokugen Karate. He earned the moniker from his finely honed technique and power tempered by Takuma's taxing training. Robert "The Mighty Tiger" is the scion of one of the world's wealthiest tycoons who embarked on the path of the warrior when he found capitalism too brutal for him. He trains in the ways of Kyokugen Karate alongside Ryo, earning his nickname from his preternatural talent and power in battle.

BASIC COMMANDS

Note: These are the default controller settings. Please see the Control Options in Game Options to customize your controller.

× BUTTON — Confirms selections/punch
△ BUTTON — Cancels selections/Provocation
□ BUTTON — Kick
○ BUTTON — Body Toss/Blow Out Attacks (ART OF FIGHTING 3 only)

R1 BUTTON — Punch + Body Toss/Punch + Blow Out Attacks (ART OF FIGHTING 3 only)
R2 BUTTON — Kick + Body Toss/Kick + Blow Out Attacks (ART OF FIGHTING 3 only)
L1 BUTTON — Provocation + Body Toss/Provocation + Blow Out Attacks (ART OF FIGHTING 3 only)
L2 BUTTON — Not used
START — Begins game play
SELECT — Calls up the Pause Menu
Directional Buttons/Left Analog Stick — Used to select menus and items/Move characters

Move	➡ (Forward) or ⬅ (Backward)
Dash	➡➡ quickly.
Back Step	⬅⬅ quickly.
Jump	↖ or ⬆ or ↗
Crouch	↙ or ⬇ or ↘
Guard	Push ⬅ (high guard) or ↙ (low guard).

BEGINNING GAME PLAY

The Main Menu appears when you push the START or X Button while the Title Screen is displayed, allowing you to select from the following items.

CHOOSE A GAME

- ART OF FIGHTING – Play the original ART OF FIGHTING
- ART OF FIGHTING 2 – Play ART OF FIGHTING 2
- ART OF FIGHTING 3: Play ART OF FIGHTING 3–The Path of the Warrior

GAME OPTION ITEMS

See pages 15 & 16 for complete descriptions

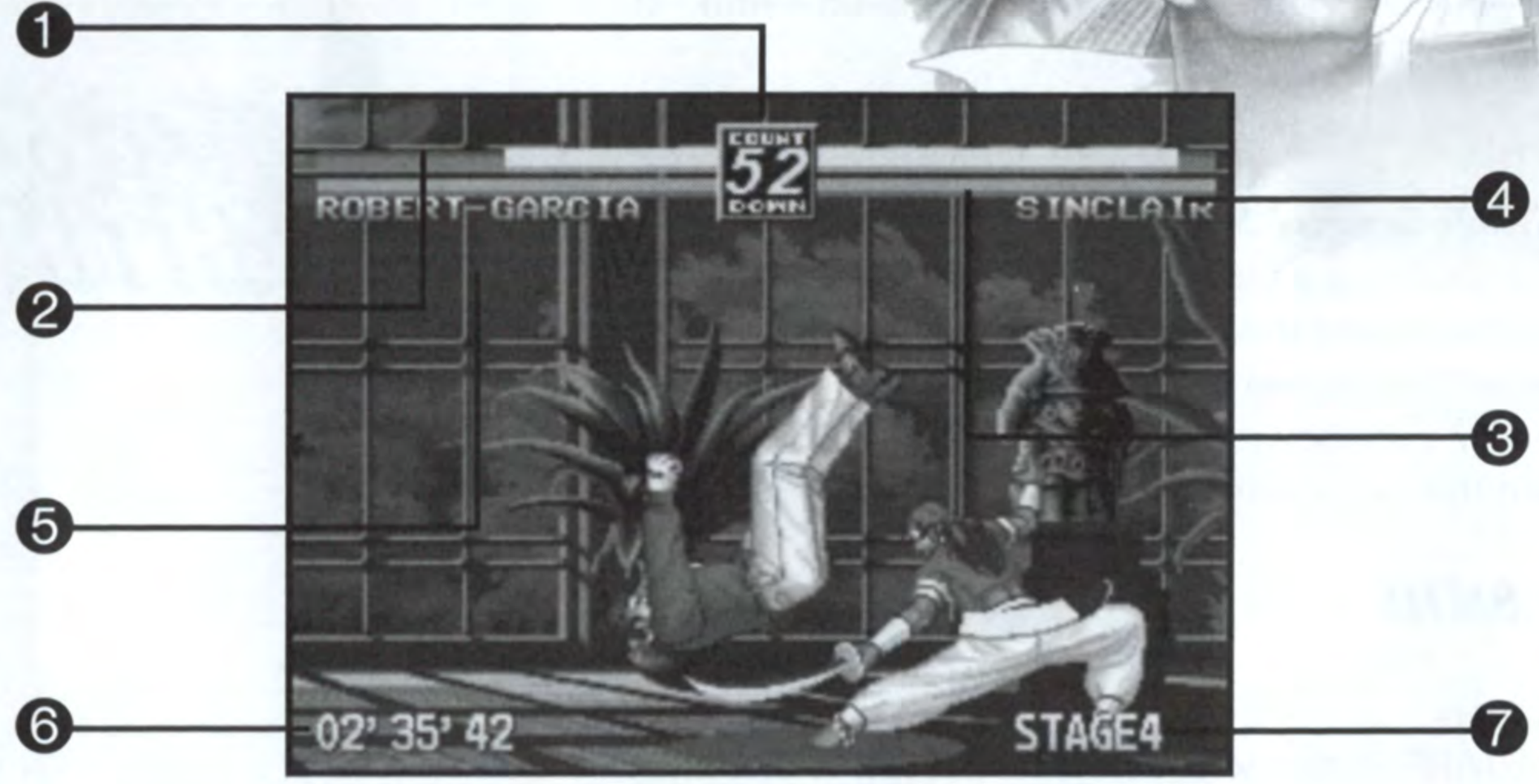
- Save & Load - Lets you save or load game data.
- Key Setting - Lets you change the command settings for your controller.
- Graphic Setting - Lets you change settings regarding the screen display.
- Sound Setting - Lets you change sound settings, etc.
- Character Edit - Lets you change the color of characters.

SAVING DATA

See page 15 for a complete description.

PLEASE NOTE: Saved data is automatically loaded at the beginning of each game when using a PlayStation 2 Memory Card (8MB)

THE GAME SCREEN



PLEASE NOTE
ART OF FIGHTING 3 game screen shown. Other game specific screens will be slightly different.

❶ **TIME LIMIT -** Shows the time remaining in the round and the winner is decided if it runs out.

❷ **POWER GAUGE -** Shows your character's remaining life energy. If it runs out, you lose.

❸ **RAGE GAUGE -** Decreases as you use Special Attacks and the lower it is the less their power.

❹ **CHARACTER NAME -** Shows the name of characters in battle.

❺ **VICTORY MARK -** Lights up when you win a round.

❻ ***TIME ATTACK DISPLAY -** Displays the time that has elapsed since the game began.

❼ ***STAGE NUMBER -** Shows the number of the stage you have reached.

**Items are only shown in single-player battles.*

SPECIAL FEATURES

THE RAGE GAUGE & RAGE SYSTEM

A certain amount of Rage Energy is required to use Special Attacks and they won't pack their full power without the required amount of energy. Rage Energy is indicated by the level of the Rage Gauge, and it drops as you use Special Attacks. But watch out! Use these moves in wild succession and you'll quickly exhaust your Rage Energy and find yourself in a pickle. Your strategy for using Rage Energy holds an important key to victory.

PROVOCATION

You can reduce your opponent's Rage Gauge energy to an extent by using Provocation moves. This helps if your opponent relies on Special Attacks to get out of tight spots. But stay away from your opponent using these since these make you completely defenseless.

RAGE RESTORE

You can restore expended Rage Gauge energy using the Spirit Restore command. As with the Provocation command, however, this command renders you defenseless so time this right.

ART OF FIGHTING

Select the ART OF FIGHTING logo on the Main Menu screen to play ART OF FIGHTING.

STORY

The "Invincible Dragon" Ryo Sakazaki and the "Mighty Tiger" Robert Garcia share a friendly rivalry as fellow disciples of Kyokugen Karate and the best of friends. The two plunge into the bowels of Southtown in pursuit of Ryo's sister Yuri, kidnapped by a shadowy underworld figure. And here intrigue concerning this city's ultimate turf battle awaits to ensnare them...

BEGIN A BATTLE

1. Title Screen
Push the START Button when the Title Screen is displayed.

2. Choose Game Level & Language
You can select difficulty levels for single-player battles (against the computer) and a language for message displays. Select a difficulty level with the directional buttons (⬆⬇) and use the left and right directional buttons (⬅➡) to choose the message language (Japanese, English, or Spanish), then push the ✕ Button to confirm selections. The level of difficulty does not apply to two-player game play.
MVS - This is the arcade version difficulty or an intermediate level between Normal and Hard.
EASY - This is the easiest level with a difficulty geared toward beginners.
NORMAL - This is the initial difficulty level targeted at intermediate players.
HARD - This is the toughest level of difficulty designed for advanced players.

3. Select a Mode
Select a mode below using the ⬆⬇ directional buttons and push the ✕ Button to confirm.
VS MODE - 2-Player Game
This is a competitive battle between two players.
STORY MODE - 1-Player Game
This is a single-player game against the computer. Choose one of the Kyokugen Karate experts Ryo or Robert and fight following the storyline. Clear the game when you rescue the abducted Yuri.

4. Select a Character
Select Ryo or Robert when playing single-player games. In 2-Player battles, you can select any of the 10 available characters. In two-player battles, when both players select the same colored character the Player 2 character's color automatically changes to the regular Player 2 color.

5. BEGIN THE BATTLE!

BURST-IN PLAY USING BURST-IN PARTICIPATION

Pushing the START Button on the unused controller during single-player battles lets you enjoy two-player competitive battles.

CONTINUE

When you lose a match, the Continue Count appears. If you want a rematch, push the START Button before the countdown reaches zero.

BONUS STAGES

Bonus Stages appear as you advance through single-player battles against the computer with Ryo or Robert. Select one of these to test your skills. When you achieve each given task, you can get the upper hand in subsequent matches and bonus points are added to your score.

Bottle Slice

Time your karate chop to the suitable power meter level and slice off the necks of all the bottles. The maximum level of the Rage Gauge increases if you succeed.

Ice Block Smash

Build your Rage Gauge energy to its maximum level within the given time limit and smash all of the ice blocks. The maximum level of your Power Gauge increases if you succeed.

Initiation of Super Special Attacks

Enter the given Super Special Attack commands to make the required number before time runs out. If you succeed, you learn powerful Super Special Attacks more powerful than Special Attacks which you can use in subsequent battles. You can use these from the start in two-player battles.

ART OF FIGHTING SPECIFIC BATTLE COMMANDS:

Please see page 4 for a listing of Basic Commands.

Body Blow	×+○ (you can also push R1)
Strong Punch	Push × immediately after ○
Low Kick	□+○ (or push R2)
Strong Kick	Push □ immediately after ○
Body Toss	Push ○ near opponent.
Provocation	△ (decreases opponent's Rage Gauge)
Rage Restore	× or □ (push down for the required time)
Special Attack	Enter specified command (Uses Rage Gauge energy; amounts vary with Special Attack used.)
Super Special Attack	Enter specified command (Uses Rage Gauge energy; can only be used with Ryo and Robert)
Hidden Special Attack	Enter specified command (Can be used with 25% or less Power Gauge energy and the Rage Gauge at MAX; can only be used with Ryo and Robert.)

SUPER & HIDDEN SPECIAL ATTACKS

Only the main characters Ryo and Robert become able to use Super Special Attacks more powerful than normal ones when they clear Bonus Stages in single-player battles. In two-player battles, however, these can be used from the start. Ryo and Robert are also the only characters who can use Hidden Special Attacks when there's 25% or less energy in the Power Gauge and the Rage Gauge is at MAX.

ART OF FIGHTING 2

Select the ART OF FIGHTING 2 logo on the Main menu screen to play ART OF FIGHTING 2.

STORY

Almost a year after solving the mystery of Yuri's abduction, invitations to the battle royale of fighting techniques--"THE KING OF FIGHTERS"—arrive to disrupt our heroes halcyon days.
Twelve fighters decide to enter the competition to test their abilities or rake in the prize money, but behind the scenes of the tournament eddy lie the dark ambitions of its sponsor....

BEGIN A BATTLE

1. Title Screen
Push the START Button when the Title Screen is displayed.

2. Choose Game Level, Speed & Language
Select one of the difficulty levels listed below with the directional buttons [⬆⬇] (but this does not apply to two-player battles). The "action speed" of characters can by changed to 85%, 100%, 115%, or 130% in this order by pressing the □ Button to change the speed of movements. Each press of the ○ Button, changes the language of messages on the screen from Japanese to English to Spanish in this order. Press the ✕ Button to confirm the settings when you make all of your selections.

MVS - This is the arcade version difficulty or an intermediate level between Normal and Hard.
EASY - This is the easiest level with a difficulty geared toward beginners.
NORMAL- This is the initial difficulty level targeted at intermediate players.
HARD - This is the toughest level of difficulty designed for advanced players.

3. Select a Mode
Select a mode below using the ⬆⬇ directional buttons and push the ✕ Button to confirm selections.
PLAYER VS COM - Single-Player Battles
In this mode one player takes on computer opponents following the given story line.
P1 VS P2 - Two-Player Battles
This mode is for two-player battles. Players choose their favorites to battle it out as they please.

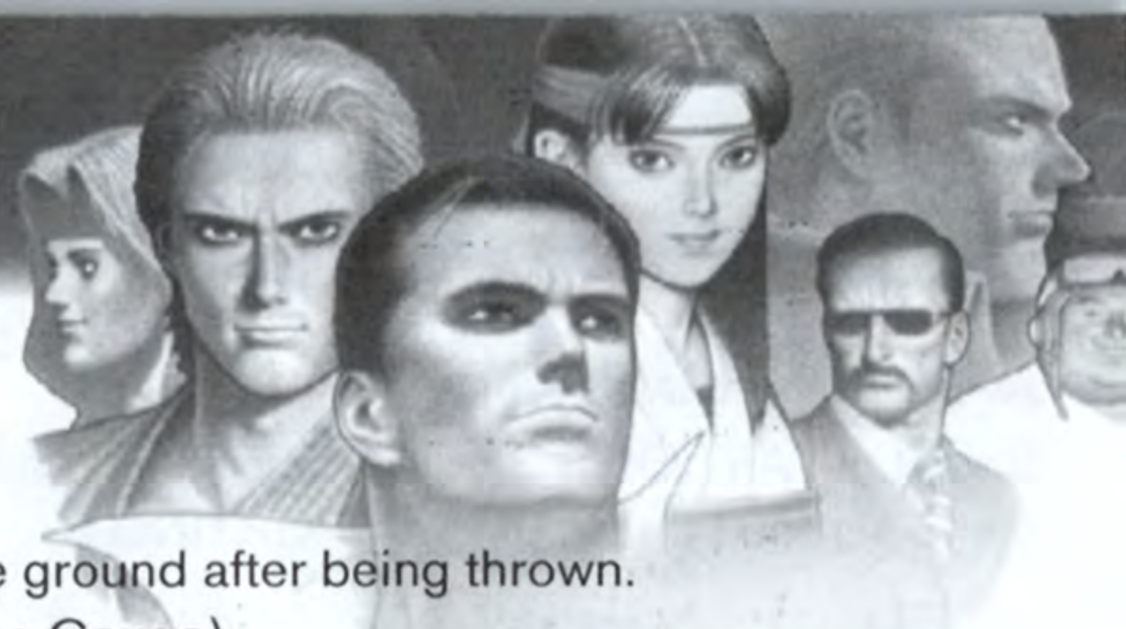
4. Select a Character
Choose a character using the right and left directional buttons (⬅➡), then push either the □, ✕, □, or ○ Button to confirm. This decides on one of four different colors based on the button you push. In single-player battles, you can select your opponent at the beginning so choose carefully!

5. BEGIN THE BATTLE!

ART OF FIGHTING 2 SPECIFIC BATTLE COMMANDS:

Please see page 4 for a listing of Basic Commands.

Light Punch	✕ (tapped briefly) [or you can push ✕ right after ○].
Strong Punch	✕ (pressed down at length)
Uppercut	✕+ ○ [you can also use R1]
Light Kick	□ (pressed briefly) [or also push □ immediately after ○].



Strong Kick	□ (pressed down at length)
Low Kick	□ + ○ [you can also use R2]
Body Toss	Push ○ near opponent.
Fall Breaker	× or □ or ○ before hitting the ground after being thrown.
Provocation	△ (decreases opponent's Rage Gauge)
Rage Restore	× or □ or ○ or △ (push down for the required time)
Special Attack	Enter specified command (Uses Rage Gauge energy; amount varies with Special Attack used.)
Super Special Attack	Enter specified command (Uses Rage Gauge energy)
Hidden Special Attack	Enter specified command (Can be used with 25% or less Power Gauge energy and the Rage Gauge at MAX)

THE POWER OF ATTACKS CHANGES WITH DURATION BUTTONS ARE PRESSED

The power of punches and kicks changes with the way you press the corresponding buttons.
For punches, tap the button for a quick, light punch or push it down for a powerful Strong Punch.
For Kicks, tap the button for a fast, light kick or push it down for a powerful Strong Kick.

FALL BREAKER

You can use this to reduce damage from a body toss using this move.

SUPER & HIDDEN SPECIAL ATTACKS

You can use Super Special Attacks more powerful than normal ones when you clear Bonus Stages (see p. 21) in single-player battles. In two-player battles, however, these can be used from the start. You can also use Hidden Special Attacks when there's 25% or less energy in the Power Gauge and the Rage Gauge is at MAX.

BURST-IN PLAY USING BURST-IN PARTICIPATION

Pushing the START Button on the unused controller during single-player battles lets you enjoy two-player competitive battles.

CONTINUE

When you lose a match, the Continue Count appears on the screen. If you want a rematch, push the START Button before the countdown reaches zero.

BONUS STAGES

Bonus stages appear as you advance through single-player battles against the computer. Select one of the three trials. When you achieve each given task, you can get the upper hand in subsequent matches and bonus points are added to your score.

Rite of Spiritual Fortification

Time your punch with the suitable power meter level to chop down some sizable trees. The maximum level of your Rage Gauge increases if you succeed.

Rite of Physical Fortification

Defeat the designated number of opponents within the time limit. The maximum level of the Power Gauge increases if you succeed.

Initiation of Super Special Attacks

Use Special Attacks Methods of Mayhem to clear given tasks. These tasks vary with each character. If you succeed, you are taught the command for powerful Super Special Attacks more powerful than Special Attacks which you can use in subsequent battles. And since you can use these from the start in two-player battles, be sure to take on these Bonus Stages and master these commands.

ART OF FIGHTING 3

Select the ART OF FIGHTING 3 logo on the Main menu screen to play ART OF FIGHTING 3.

STORY

A day and six months after "THE KING OF FIGHTERS" tournament, Robert runs into his childhood friend Freia, who is on her way to Grass Hill Valley. Robert decides to accompany her as her bodyguard. Freia holds an important secret and in this small country town a fierce battle is about to erupt involving her pursuers and the adversaries of Kyokugen Karate....

BEGIN A BATTLE

1. Title Screen
Push the START Button when the Title Screen is displayed.

2. Select a Menu
Choose one of the two following menus using the right and left directional buttons (⬅➡) and push the ✕ Button to confirm.
START - START THE GAME
Plunge into a single-player game to take on computer opponents following the story line.
OPTION - OPTION MODE
This lets you change various game settings.

3. Select a Character
Select a character with the right and left directional buttons (⬅➡), then push either the □ or ○ Button. Choosing a character with the ✕ Button turns it to the Player 1 color while selecting one with the △ button makes him the Player 2 color. Pushing the left directional button (⬅) on Robert lets you choose Sinclair, and pushing the right directional button (➡) on Jin Fuha lets you select Wyler.

4. BEGIN THE BATTLE!

ART OF FIGHTING 3 SPECIFIC BATTLE COMMANDS:

Please see page 4 for a listing of Basic Commands.

Blow Out Attack	○
Provocation	△ (decreases opponent's Spirit Gauge)
Rage Build	✕ or □ or ○ or △ (push down for a given time)
Mid-Section Attack	↘ + □ or ✕
Pursuit Attack	When opponent is knocked down, ↘ + □ or ✕
Moving Wallop	⬅ + ○ near opponent when attacked
Body Toss	Near opponent, ➡ + ○
Rush Attack	➡ + □ or ✕ pressed repeatedly.
Special Attack	Enter specified command (Uses Rage Gauge energy; amount varies with attack used.)
Hidden Special Attack	Enter specified command (Can be used with 25% or less Power Gauge energy and the Rage Gauge at MAX)

MID-SECTION ATTACK
You can use combinations of mid-section punches and kicks to disable crouching guards. But only Karman can use mid-section punches.

PURSUIT ATTACK
This give you the chance to make additional damage when your opponent is knocked down.

MOVING WALLOP
This puts your opponent off balance to topple him over as you avoiding his attack. You can also use an Pursuit Attack on the knocked down opponent. Only with Kasumi Todoh (see p. 34) does this become a spin-around attack at close range.

RUSH ATTACK
This lets you alternate between punch or kick combos. You can also use combos of these by combining these attacks.

HEAT MODE
Heat Mode activates when a character's Power Gauge drops below 25%. During Heat Mode, characters flash red and their attack strength increases by 20%; so if the Spirit Gauge level at the time is more than 75%, you can use a Super Special Attack.

ULTIMATE K.O.
Usually the first player to win two rounds takes the match, but when you can make an Ultimate K.O. successfully you can win in only one round. To do this, both characters must be in Heat Mode and your opponent can only have a little Power energy left when K.O.'d by a Super Special Attack.

CONTINUE
CHARACTER CHANGE
KEY SETTING
GAME END

THE PAUSE MENU
The Pause Menu appears when you push the SELECT Button during a battle. Pushing the SELECT Button a second time closes the menu.
CONTINUE - Select this to resume battles.
CHARACTER CHANGE - Lets you change characters in battle. This only appears during interim modes.
KEY SETTING - Select this to call up the Key Setting Menu to change command settings for the controller buttons.
GAME END - Choose this to end a battle and decide whether you return to the Title Screen of the game currently being played or return to the Main Menu.

BURST-IN PLAY USING BURST-IN PARTICIPATION
Pushing the START Button on the unused controller during single-player battles lets you enjoy two-player competitive battles.

CONTINUE
When you lose a match, the Continue Count appears on the screen. If you want a rematch, push the START Button before the countdown reaches zero.

OPTION MODE

Choosing "OPTION" on the Menu Select screen calls up the Option screen to change things like difficulty levels and time limits. Select the item you want to change with the top and bottom directional buttons (⬆⬇) and push the L Button to and go on to the respective setting screens. When all changes are made, select "EXIT" and push the L Button to return to the Menu Select screen.

ROUND & TIME

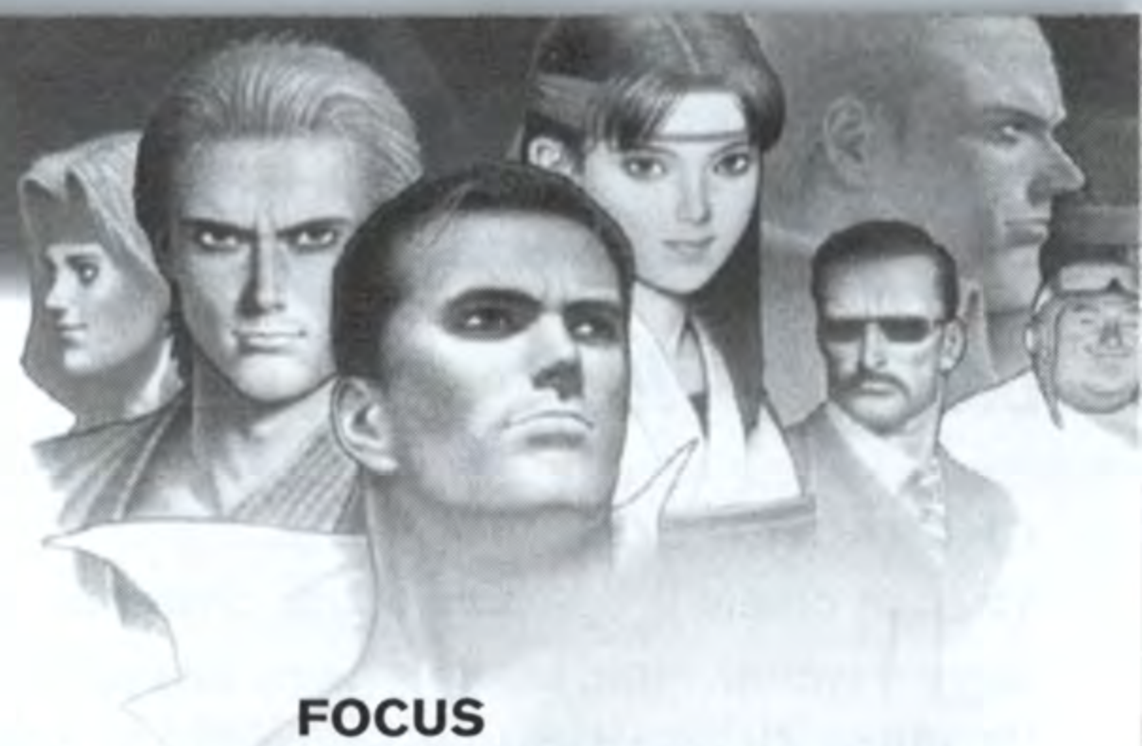
You can change round numbers (1, 3, 5) and time limits (30, 60, 90 seconds, and ∞). Select options with the top and bottom directional buttons (⬆⬇), then use the left and right directional buttons (⬅➡) to alter settings and push the ✕ Button to confirm.

LANGUAGE

You can change the message language on screen (Japanese, English, Spanish, and Portuguese). Select a language with the top and bottom directional buttons (⬆⬇) and push the ✕ Button to confirm.

LEVEL

You can change the single-player game difficulty to 1 of 4 levels. Select a level with the top and bottom directional buttons (⬆⬇) and push the ✕ Button to confirm. Levels become increasingly difficult in the following order: **EASY** (a difficulty geared to beginners)➡ **NORMAL** (a level for intermediate players) ➡**MVS** (the arcade version's difficulty level between Normal and Hard) ➡**HARD** (a difficulty setting designed for advanced players.



GAME OPTIONS

In Game Options which you can choose on the Main Menu, there are the following 5 items to let you save or load game data or change various game settings.

SAVE & LOAD

You can save and load game data using a PlayStation 2 memory card (8MB). Select an item with the ⬆⬇ directional buttons and push the ✕ Button to confirm.

LOAD

Choose this to load game data saved on the PlayStation 2 Memory Card (8MB).

SAVE

This saves game data onto the PlayStation 2 Memory Card (8MB).

AUTO SAVE

This lets you switch the Auto Save function on or off. Switch this function to ON or OFF using the left and right directional buttons (⬅➡). Switching this on saves data at important junctures in the game.

EXIT

Choose this to return to the Main Menu.

KEY SETTING

For each title, you can change button settings for both Player 1 and Player 2 controllers. When you switch titles using the left and right directional buttons (⬅➡), the Key Setting menu for that title will appear, so select the command item for the button setting you wish to change and push the button you want to use (pushing SELECT Button returns settings to their initial state). When you finish your changes, select "EXIT" and confirm to return to the Main Menu.

GRAPHIC SETTING

You can change various settings concerning the screen display here. Choose items with the top and bottom directional buttons (⬆⬇), and change settings using the left and right directional buttons (⬅➡).

SCREEN

Lets you set the width of the graphic display to either "TYPE A" or "TYPE B."

POSITION X

Lets you move the position of the graphic display area horizontally. Positive number values move the area to the right and minus numbers move it to the left.

POSITION Y

This lets you move the position of the graphic display area vertically. Changing number values to positive numbers moves the area down and negative values move it up.

FOCUS

This lets you switch the image quality during game play to either Normal or Soft.

EXIT

Returns you to the Main Menu.

SOUND SETTING

This lets you switch audio output modes, adjust soundtrack music tracks and speech, and play back selections. Select items using the top and bottom directional buttons (⬆⬇) and change settings with the left and right directional buttons (⬅➡).

OUTPUT

Lets you switch audio output to either stereo or monaural.

BGM

This lets you switch the soundtrack to either the Normal or Arranged version.

BGM LEVEL

This lets you adjust the soundtrack volume to one of the 10 levels.

BGM CHECK

This lets you play soundtrack selections. Change numbers with the left and right directional buttons (⬅➡) and push the ✕ Button to play.

EXIT

Choose this to return to the main menu.

GAME OPTIONS

CHARACTER EDIT

You can create 2 types of original character colors (only in ART OF FIGHTING 2 exclusively are there 4 types). First, select a game title with the left and right directional buttons (⬅➡), then match the cursor to the CHARACTER NAME and select a character with the left and right directional buttons (⬅➡) [*1]. Next, select the MAIN 1 or MAIN 2 palette with the top and bottom directional buttons (⬆⬇), and selecting a color using the left and right directional buttons (⬅➡) push the ○ button to confirm (you can check the location of the chosen color here by pressing the R1, R2, L1, or L2 Button). Then move the RGB bars to change the color. Select a color bar using the top and bottom directional buttons (⬆⬇), and change color gradations using the left and right directional buttons (⬅➡), pressing the × Button to confirm (press the △ Button to return colors to the original scheme)[*3]. Change colors repeating the steps above, and when you finish select "EXIT" to return to the Main Menu.

1. When you push the SELECT Button selecting CHARACTER NAME, all colors return to their initial scheme.
2. For certain characters you can change colors using SUB 1 and SUB 2 palettes in addition to the MAIN 1 and MAIN 2 palettes. Only ART OF FIGHTING 2 lets you change colors with 4 palettes--MAIN 1 to MAIN 4.
3. Pushing the SELECT Button while selecting a color returns characters to their initial state.

USING ORIGINAL COLORS (WITH INITIAL COMMANDS)

ART OF FIGHTING

Basically if you press the × Button when you select a character, the color in the MAIN 1 palette is applied. Only in two-player battles when both players choose the same character will the MAIN 2 palette color automatically be applied when the same character is chosen on the Player 2 side while pushing down on the × Button.

ART OF FIGHTING 2

If you decide on a character by pressing the □, ×, △, or ○ Button while pushing down on the × Button as you select a character, the edit palette (one of the MAIN 1 to MAIN 4 palettes) corresponding to the color of the button pressed will be applied.

ART OF FIGHTING 3

When you confirm a selection with the □ Button while pushing down on the × Button while choosing a character, the MAIN 1 palette of the character is applied, and when you confirm a selection with the △ Button while pushing down on the × Button, the color of MAIN 2 palette is applied

ART OF FIGHTING-
CHARACTERS & SPECIAL ATTACKS

This section introduces ART OF FIGHTING characters and their Special Attack commands. Characters other than Ryo or Robert can only be used in two-player matches.

COMMAND LEGEND

The following symbols are used to describe commands. All command descriptions suppose character movement from left to right.

←	Push the left directional button.
→	Push the right directional button.
↑	Push the top directional button.
↓	Push the bottom directional button.
↗	Push the top and right directional buttons simultaneously.
↘	Push the bottom and right directional buttons simultaneously.
↖	Push the top and left directional buttons simultaneously.
↙	Push the bottom and left directional buttons simultaneously.
P	Push the Punch button. (the ✕ Button in the initial setting).
K	Push the Kick button (the □ Button in the initial setting).
TH	Push the Body Toss button (the ○ Button in the initial setting).
N	No directional button is used (a neutral position)
BO	Push the Blow Out Attack button (the ○ Button in the initial setting).
+	Simultaneous input (the commands on either side of this symbol must be done simultaneously).
	Super Special Attack (can be used after clearing a Bonus Stage in single-player computer battles or from the onset in two-player battles).*
	Hidden Special Attack (Can be used when Power Energy is 25% or less and Rage Energy is at MAX).*

Please note: Only Ryo and Robert can use Super and Hidden Special Attacks.

ART OF FIGHTING–CHARACTERS & SPECIAL ATTACKS

RYO SAKAZAKI

Breath of the Tiger	↓↘→+P
Flying Heat	←→+K
Thresher Punch	→←→+TH
Building Upper	→↓↘+P
Haoh Sho Koh Ken	→←↙↓↘→+P
Ryuko Ranbu	↓↘→+TH & P

ROBERT GARCIA

Dragon Blow	↓↘→+P
Flying Heat	↙→+K
Spirit Kick	→←→+TH
Building Upper	→↓↘+P
Haoh Sho Koh Ken	→←↙↓↘→+P
Ryuko Ranbu	↓↘→+TH & P

RYUHAKU TODOH

Kasane Ate	↓↘→+P

JACK TURNER

Knuckles of Fury	↓↘→+P
Super Drop Kick	↙→+K
Sliding Kick	↓↘→+K

LEE PAI LONG

The Hundred Blows of Hurt	→←→+TH
Hundred Gale Kick	↙→+K
Steel Talons	↓↘→+K

KING

Venom Strike	↓↘→+K
Gale Kick	↓↙←+K
Double Strike	↙→+K

MICKEY ROGERS

Burning Upper	↓↘→+P
Rolling Upper	↓↘→+K

JOHN CRAWLEY

Mega Smash	↓↘→+P
Flying Attack	↙→+P
Overdrive Kick	↓↙←+K

MR. BIG

Grand Blaster	↓↘→+P
Cross Diving	↓↘→↗↑+P

MR. KARATE

Breath of the Tiger	↓↘→+P
Flying Heat	↙→+K
Thresher Punch	→←→+TH
Building Upper	→↓↘+P
Haoh Sho Koh Ken	→←↙↓↘→+P

ART OF FIGHTING 2--CHARACTERS & MAIN SPECIAL ATTACKS

This section introduces ART OF FIGHTING 2 characters and commands for main Special Attacks.

Super Attack (can be used after clearing a Bonus Stage in single-player computer battles or from the onset in two-player battles).*
Hidden Special Attack (Can be used when Power Energy is 25% or less and Rage Energy is at MAX).*
There are special moves for each character (excluding Mr. Big) besides the ones shown here. Knock yourself silly trying to find them!

RYO SAKAZAKI

Breath of the Tiger	↓↘→+P
Flying Heat	↙→+K
Thresher Punch	↓↘→+P
Tiger Blast	→↓↘+P
Haoh Sho Koh Ken	→←↙↓↘→+P
Ryuko Ranbu	↓↘→↘↙←+TH

ROBERT GARCIA

Dragon Blow	↓↘→+P
Flying Dragon God	Kick During jump, ↓↙←+K
Spirit Kick	→←→+K
Dragon Fang	→↓↘+P
Haoh Sho Koh Ken	→←↙↓↘→+P
Ryuko Ranbu	↓↘→↘↓↙←+TH

JACK TURNER

Knuckles of Fury	↓↘→+P
Super Drop Kick	↙→+K
Jack the Dynamite	→←→+P
Brain Shock	Punch Near opponent, →←→+K
Super Hip Attack	←→↘↓↙←+K
Hell Diving	→↘↓↙←+P

LEE PAI LONG

The Hundred Blows of Hurt	➡⬅➡+P
Iron Talon Slice	⬇↘➡+P
Hawk's Talon Dropping	⬇⬆+P
Wild Arms & Legs	⬇↙⬅+P
Super Talon Slice	➡⬅↙⬇↘➡+P
Flying Monkey Slice	⬇↙⬅↙⬇↘➡+P

KING

Venom Strike	⬇↘➡+K
Trap Shot	⬇⬆+K
Tornado Kick	➡⬅➡+K
Wild Attack Kick	⬇↙⬅+K
Double Venom Strike	➡⬅➡↘⬇+K
Surprise Rose	⬅➡↘⬇↙+(K+TH)

MICKEY ROGERS

Burning Upper	⬇↘➡+P
Rolling Upper	⬇↘➡+K
Chopping Right	⬇↙⬅+K
Crazy Upper	⬇⬆+P
Planet Gale	➡⬅↙⬇↘➡+P
Rush Bomber	⬇↙⬅↙⬇+P

JOHN CRAWLEY

Mega Smash	⬇↘➡+P
Flying Attack	⬇↙⬅+P
Over Drive Kick	⬇↙⬅+K
Spiral Leg Bomber	⬇⬆+K
Mega Smasher	➡⬅↙⬇↘➡+P
Atomic Smash	➡⬅↙⬇↘➡+(K+TH)

MR. BIG

Ground Blaster	⬇↘➡+K
Cross Diving	⬅↙⬇↘➡+P
Drum Shot	↙➡+P
Spinning Lancer	⬅➡↘⬇↙➡+K
Blaster Wave	⬅↙⬇↘➡⬅+P
Rising Spear	⬇↘➡↘⬇↙⬅+P

TAKUMA SAKAZAKI

Breath of the Tiger	⬇↘➡+P
Flying Heat	↙➡+K
Thresher Punch	➡⬅➡+P
Flying Knee Kick	➡↘⬇↙⬅+K
Haoh Shiko Ken	➡⬅↙⬇↘➡+P
Dance of Mayhem	⬇↘➡⬅➡+(P+TH)

YURI SAKAZAKI

Tiger Flame Punch	↓↘→+P
Rai Oh Ken	↓↘→+K
Crushing Wave	↓↙←+P
Slipstream Slap	→←→+P
Haoh Sho Koh Ken	→←↙↓↘→+P
Flying Phoenix Kick	→←→↘↓↙←+(K+TH)

EIJI KISARAGI

Spirit Blast	↓↘→+P
Shadow Brigade Blast	↑↓+P
Mist Slice	↓↙←+P
Pegasus Kick	↙→+K
Steel Cutter Wave	↓↘→↘↓↙←+P
Steel Mantis Mash	←↙↓↘→↘↓+K

TEMJIN

Mongolian Tornado Dive	←↙↓↘→+P
Mongolian Fire Tackle	N→↘↓↙←+P
Mongolian Wall of Spirit	↓↘→+P
Big Discus Bash	N→↘↓↙←+K
Super Mongolian Fire Tackle	←→←↙↓↘→+P
Mongolian Temjin Ranbu	↓↙←→↘↓+(P+TH)

ART OF FIGHTING 3: THE PATH OF THE WARRIOR-CHARACTERS & MAIN SPECIAL ATTACKS

This section introduces ART OF FIGHTING 3 characters and commands for main Special Attacks.

Hidden Special Attack (Can be used when Power Energy is 25% or less and Rage Energy is at MAX).*
**Only Wyler has no Super Special Attack.*

Depending on the character, there are other Super Attacks besides those introduced here.
Each character also has additional special moves and combinations.
Find them all...or die trying!

ART OF FIGHTING 3: THE PATH OF THE WARRIOR–CHARACTERS & MAIN SPECIAL ATTACKS

ROBERT GARCIA

Ryu Geki Ken	↓↘→+P or BO
Dragon God Kick	↓↙←+K
Great Spirit Kick	→←→+K
Dragon Fang	→↓↘+P or BO
Haoh Sho Koh Ken	→←↙↓↘→+BO
Dance of Mayhem	→←↙↓↘→N+K

RYO SAKAZAKI

Breath of the Tiger	↓↘→+P or BO
Legs of Flying Heat	↙→+K
Thresher Punch	→←→+P
Tiger Blast	→↓↘+ P or BO
Haoh Sho Koh Ken	→←↙↓↘→+BO
Dance of Mayhem	→←↙↓↘→N+K

RODY BIRTS

Revolving Rodster	↓↘→+P or BO
Middle Impact T.T	↓↘→+K
Deception Impact 1-2	→←→+P
Hyper Ton Fa	→←→←→+BO

LENNY CRESTON

Flick Shot	↓↘→+P
Whip Lash	→←→+P
4 Swish Rave	↓↙←+P
Freak Break	→←↙↓↘→+BO

KASUMI TODOH

Todoh Multi-Layer Crunch	↓↘→+P
Todoh Lightning Blast	↓↙←+P
Todoh Secret Press Slam	←→↘↓↙←+P (press button down then release)

WANG KOH SAN

Flying-Stone Head Butt	→↓↘+P
Landmine Butt Blast	↓↓+P
Invincible Storm Warrior Blast	←↙↓↘→+K
Super-Secret Wild Slapper	←→→+BO

KARMAN COLE

Heftygar Shutosu Agriffe	↓↙←→+P
Gebartigar Fustricht von Oben	↓↘→+K
Quick Under Straight	→←→+P
Quick Back Knuckle	→←→+K
Aufeinander Folgerte Burfe	(→↘↓↙←)x2+BO

JIN FUHA

Flowing Shadow Hurt	↓↘→+P
Wind Guillotine	↓↙←+P
Wild Bull Gore	→←↙↓↘→+BO
Ninja Concealer	↓←↙+K
War God Soar	↓↓+BO

SINCLAIR

Vision Cutter	→←→+P
Revolving Sword Slicer	↓↙←+P
Diving Sword	↓↑+P
Hyper Aura Slicer	→←↙↓↘→+P

WYLER

Lead Shoulder	→←→+P
Blackout	↓↘→+P
Orbit Toss	↓↑P (Release after pressing down)

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NOTES

NOTES

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